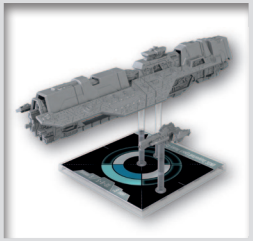
UNSC Supported Epoch Heavy Carrier — Capital Ship, Large (190 PTS)



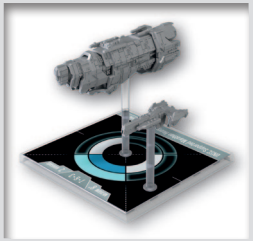
Movement	6"
Damage Track	10•8•5
Build Rating	5
Hangars	6
Boarding Craft	3
Security Detail	5

Systems Loadouts

Carrier Action (3)
Hard Burn (1")
Missile Barrage*
Point Defence (6)
Titanium Armour (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	15

UNSC Supported Marathon Heavy Cruiser — Capital Ship, Medium (110 PTS)



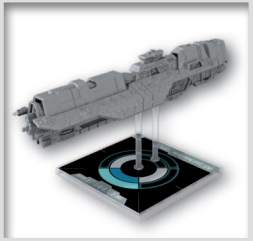
Movement	8"
Damage Track	7•6•3
Build Rating	3
Hangars	2
Boarding Craft	2
Security Detail	4

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (4)
Titanium Armour (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	7

UNSC Epoch Heavy Carrier — Capital Ship, Large (175 PTS)



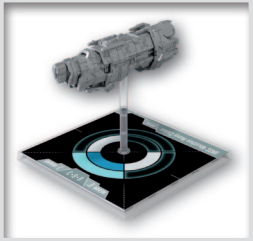
Movement	6"
Damage Track	9•8•5
Build Rating	4
Hangars	6
Boarding Craft	3
Security Detail	4

Systems Loadouts

Carrier Action (3)
Hard Burn (1")
Missile Barrage*
Point Defence (5)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	12

UNSC Marathon Heavy Cruiser — Capital Ship, Medium (95 PTS)



Movement	8"
Damage Track	6•6•3
Build Rating	2
Hangars	2
Boarding Craft	2
Security Detail	3

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (3)
Titanium Armour (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	7
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	6

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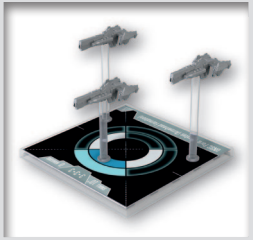
UNSC Paris Frigates (Arrowhead Formation) — Small Ships (25 PTS)



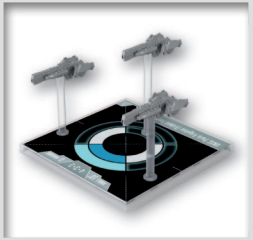
Movement	10"
Damage Track	3•3•3
Build Rating	1
Hangars	0
Boarding Craft	0
Security Detail	1

Systems Loadouts

Elusive
Hard Burn (3")
Missile Barrage*
Point Defence (2)
Titanium Armour (2)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	4
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	2

UNSC Paris Frigates (Trident Formation) — Small Ships (25 PTS)



Movement	10"
Damage Track	4•3•3
Build Rating	1
Hangars	0
Boarding Craft	0
Security Detail	1

Systems Loadouts

Elusive
Hard Burn (3")
Missile Barrage*
Point Defence (2)
Titanium Armour (2)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	3
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	3

UNSC Broadsword Interceptor Flight (+ Sabre) — Flight Slots: 1 (2)

Broadsword (Sabre)

Movement	16" (16")
Damage Track	2 (3)

Systems Loadouts: None

Weapons	Range	Dice
vs. Wing Targets	Contact	2 (3)
-	-	-

UNSC Longsword Bomber Flights — Flight Slots: 1

Movement	16"
Damage Track	2

Systems Loadouts: None

Weapons	Range	Dice
vs. Wing Targets	Contact	1
vs. Element Targets	Contact	2

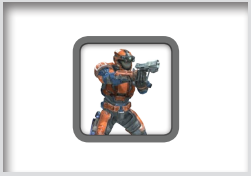
UNSC Pelican Boarding Craft — Flight Slots: 0

Movement	12"
Damage Track	4
Security Detail	2

Systems Loadouts: Heroic Save (Trooper)

Weapons	Range	Dice
-	-	-

UNSC Pelican Boarding Craft (Spartans) — Flight Slots: 0



Movement	12"
Damage Track	6
Security Detail	5

Systems Loadouts
Assault Specialist (2)
Heroic Save (Spartan)

Weapons	Range	Dice
-	-	-

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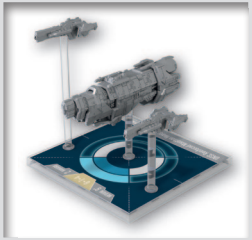
UNSC Reinforced Marathon Heavy Cruiser — Capital Ship, Medium (135 PTS)



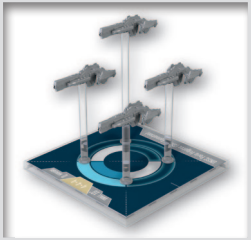
Movement	8"
Damage Track	8•7•4
Build Rating	4
Hangars	2
Boarding Craft	2
Security Detail	4

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (5)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	15/30"	MAC (3)	F	11
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	9

UNSC Paris Class Frigates (Shield Formation) — Small Ships (40 PTS)



Movement	10"
Damage Track	4•4•4
Build Rating	2
Hangars	0
Boarding Craft	0
Security Detail	2

Systems Loadouts

Elusive
Hard Burn (3")
Missile Barrage*
Point Defence (3)
Titanium Armour (2)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (2)	F	6
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	4

UNSC Additional Specialist Battle Groups

Cerberus Specialist Battle Group

Contains 1x Element of Paired Marathon Heavy Cruisers

Special Rule: **Wall of Fire** – The Cerberus Battle Group may roll 2x Halo Dice rather than just 1 when attempting to overload an enemy's defences with MACs, prior to a Defensive Dice pool being rolled.

Shield Wall Specialist Battle Group

Contains 3x Elements of Paris Frigates (Shield Formation)

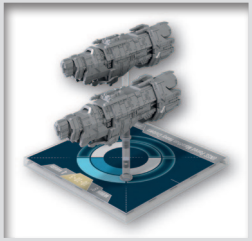
Special Rule: **Pack Hunters** – All Elements in this Battle Group may re-roll any Initial Rolls of a when firing MACs – these re-rolled dice may NOT generate any further re-rolls.

Barrage Specialist Battle Group

Contains 2x Elements of Reinforced Marathon Heavy Cruiser

Special Rule: **Advanced Targeting Solutions** – All Attacks made by this Battle Group at Short Range may re-roll any attempt to cause a Critical Hit.

UNSC Paired Marathon Heavy Cruisers — Capital Ships, Medium (220 PTS)



Movement	8"
Damage Track	10•10•5
Build Rating	6
Hangars	4
Boarding Craft	4
Security Detail	6

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (7)
Titanium Armour (7)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	15/30"	MAC (4)	F	16
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	12

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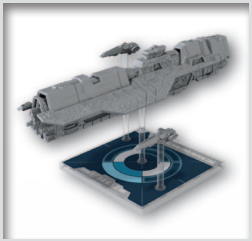
UNSC Defended Epoch Heavy Carrier — Capital Ship, Large (220 PTS)



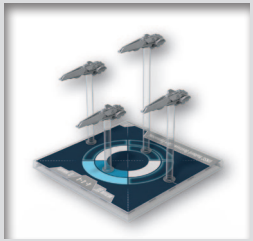
Movement	6"
Damage Track	10•8•6
Build Rating	5
Hangars	6
Boarding Craft	3
Security Detail	5

Systems Loadouts

Carrier Action (3)
Hard Burn (1")
Missile Barrage*
Point Defence (5)
Titanium Armour (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MACs	10/20"	MAC (2)	F	15
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	15

UNSC Halberd Destroyer (Axe Formation) — Small Ship (50 PTS)



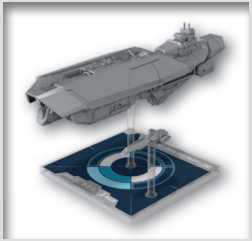
Movement	10"
Damage Track	4•4•4
Build Rating	2
Hangars	0
Boarding Craft	1
Security Detail	1

Systems Loadouts

Elusive
Hard Burn (3")
Missile Barrage*
Point Defence (3)
Titanium Armour (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MACs	10/20"	MAC (2)	F	8
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	3

UNSC Escorted Orion Assault Carrier — Capital Ship, Medium (145 PTS)



Movement	6"
Damage Track	8•6•4
Build Rating	4
Hangars	3
Boarding Craft	5
Security Detail	4

Systems Loadouts

Carrier Action (1)
Hard Burn (3")
Missile Barrage*
Point Defence (4)
Titanium Armour (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MACs	16/32"	MAC (3)	F	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	9

UNSC Defended Orion Assault Carrier — Capital Ship, Medium (160 PTS)

Movement	6"
Damage Track	8•6•5
Build Rating	4
Hangars	3
Boarding Craft	5
Security Detail	5

Systems Loadouts

Carrier (1)
Hard Burn (3")
Missile Barrage*
Point Defence (4)
Titanium Armour (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MACs	16/32"	MAC (3)	F	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	10

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UNSC MAC Platform — Capital Ship, Medium (160 PTS)

Movement	0"
Damage Track	7•6•3
Build Rating	3
Hangars	4
Boarding Craft	2
Security Detail	6

Systems Loadouts

Emplacement
Point Defence (5)
Titanium Armour (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Super MAC	20/40"	MAC (3)	F	10

MAC Special Rules

Fighter Cover:
ONLY Interceptors can be selected by MAC Platforms. Bombers are not available.

Vital Defensive Asset:
A maximum of two MAC Platforms per FULL 1000 points are permitted.

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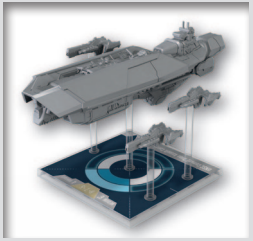
UNSC Combat Orion Assault Carrier

Capital Ship, Medium (165 PTS)



Movement	6"
Damage Track	8•7•5
Build Rating	5
Hangars	3
Boarding Craft	4
Security Detail	6

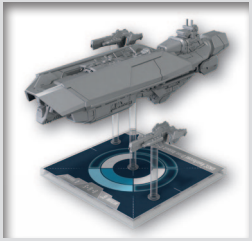
Systems Loadouts

Carrier Action (1)
Hard Burn (3")
Missile Barrage*
Point Defence (6)
Titanium Armour (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	11

UNSC Reinforced Orion Assault Carrier

Capital Ship, Medium (150 PTS)



Movement	6"
Damage Track	8•6•5
Build Rating	4
Hangars	3
Boarding Craft	4
Security Detail	5

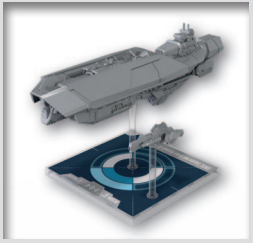
Systems Loadouts

Carrier Action (1)
Hard Burn (3")
Missile Barrage*
Point Defence (5)
Titanium Armour (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	8
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	10

UNSC Supported Orion Assault Carrier

Capital Ship, Medium (135 PTS)



Movement	6"
Damage Track	8•6•4
Build Rating	4
Hangars	3
Boarding Craft	4
Security Detail	4

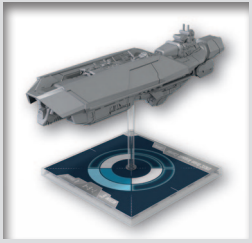
Systems Loadouts

Carrier Action (1)
Hard Burn (3")
Missile Barrage*
Point Defence (5)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	7
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	9

UNSC Orion Assault Carrier

Capital Ship, Medium (120PTS)



Movement	6"
Damage Track	7•6•4
Build Rating	3
Hangars	3
Boarding Craft	4
Security Detail	3

Systems Loadouts

Carrier Action (1)
Hard Burn (3")
Missile Barrage*
Point Defence (4)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	6
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	8

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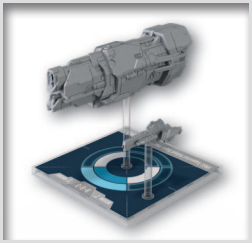
UNSC Supported Valiant Super-Heavy Cruiser — Capital Ship, Medium (135 PTS)



Movement	7"
Damage Track	8•6•3
Build Rating	4 (3*)
Hangars	3
Boarding Craft	3
Security Detail	5

Systems Loadouts

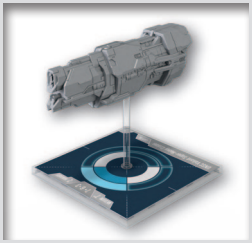
Hard Burn (2")
Missile Barrage*
Point Defence (5)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MACs	16/32"	MAC (2)	F	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	10

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

UNSC Valiant Super-Heavy Cruiser — Capital Ship, Medium (115 PTS)



Movement	7"
Damage Track	7•6•3
Build Rating	3 (2*)
Hangars	2
Boarding Craft	2
Security Detail	4

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (4)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MACs	16/32"	MAC (2)	F	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	8

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

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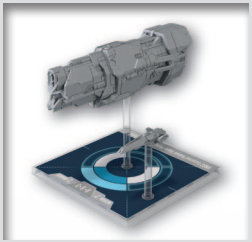
UNSC Escorted Valiant Super-Heavy Cruiser — Capital Ship, Medium (135 PTS)



Movement	7"
Damage Track	8•6•3
Build Rating	4
Hangars	2
Boarding Craft	3
Security Detail	5

Systems Loadouts

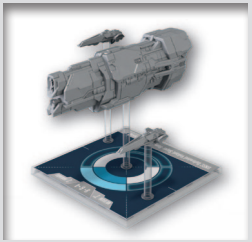
Hard Burn (2")
Missile Barrage*
Point Defence (4)
Titanium Armour (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MACs	16/32"	MAC (3)	F	13
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	9

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

UNSC Defended Valiant Super-Heavy Cruiser — Capital Ship, Medium (160 PTS)



Movement	7"
Damage Track	8•6•4
Build Rating	4
Hangars	2
Boarding Craft	3
Security Detail	6

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (4)
Titanium Armour (6)

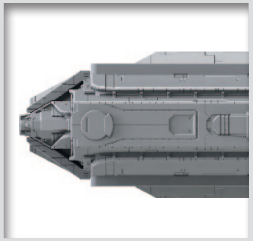
Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MACs	16/32"	MAC (3)	F	15
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	10

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

UNSC Punic-class Supercarrier (Fore Section)

Capital Ship, Massive (675 PTS)



Movement	6"
Damage Track	10•8•5
Build Rating	5
Hangars	2
Boarding Craft	3
Security Detail	6

Systems Loadouts

Hard Burn (1")
Labyrinthine
Point Defence (7)
Titanium Armour (8)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Super MAC	20/40"	MAC (3)	F	10
Super MAC	20/40"	MAC (3)	F	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F	10

UNSC Supercarrier Special Rules

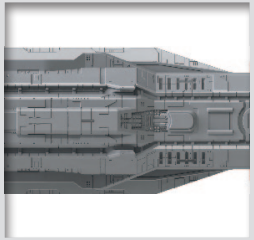
Frigate Resupply:
During the Repairs Step of any End Phase, a Punic-class Supercarrier may allow a **SINGLE** Paris Formation Base within **10"** to remove a **SINGLE** Damage Marker from its base. Where applicable, this action **CAN** be used to restore Titanium Armour to the Formation Base.

Automated Repair Systems:
Each time a Vulnerable Marker is applied to a Section of this Massive Element, roll a Halo Dice: On the result of a [✸] or a [☠], the Vulnerable Marker is instantly removed.

Limited Resources:
All Punic-class Supercarriers exist as individual Battle Groups and are not required to follow the standard rules for Battle Group creation. Whilst they are not Specialist Battle Groups, they are restricted by the size of Fleet they are attached to. A single Punic-class Supercarrier can be included in a Fleet for every **FULL 1250** Points being played.

UNSC Punic-class Supercarrier (Mid Section)

Capital Ship, Massive



Movement	6"
Damage Track	11•9•6
Build Rating	6
Hangars	10
Boarding Craft	5
Security Detail	8

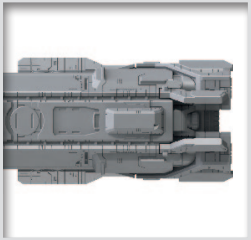
Systems Loadouts

Carrier Action (3)
Hard Burn (1")
Labyrinthine
Point Defence (8)
Titanium Armour (7)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
MiniMAC Batteries	10/20"	MAC (1)	P+S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	P+S	15

UNSC Punic-class Supercarrier (Aft Section)

Capital Ship, Massive



Movement	6"
Damage Track	10•8•5
Build Rating	5
Hangars	2
Boarding Craft	3
Security Detail	6

Systems Loadouts

Hard Burn (1")
Labyrinthine
Point Defence (7)
Titanium Armour (8)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
-	-	-	-	-
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	A/P/S	10

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